Until the Bitter End
The Deadly 20 Special Scenario

Ver1.0

This PDF describes the special scenario from the Kickstarter, where the first 20 backers feature in their own unique special (and fun!) scenario.

There are separate descriptions for the two player and Solitaire games.

For this special scenario player(s) do not roll and create the two sides as part of the Infantry Squad Creator - instead use the pre-determined squads in this PDF.

Two Player - The Deadly 20 Scenario

This Scenario places a pitch battle between the two sides to see who is the last Infantry Counter standing - literally "Until the Bitter End"!

Allied Forces - British Airborne Counters 1 through to and including 10.

German Forces - German Infantry Counters 1 through to and including 10.

Pull Chits - Place the 10 Allied and 10 German Pull Chits mixed up and put in a cup (to represent the 20 Infantry Counters used in this scenario.

Map - Map 1

Set Up Positions
Allied Forces -
The setup positions are random. For each Infantry Counter roll 3 D6 dice to determine the Column

On a 3 use column B,
a 4 use column C
a 5 use column D
a 6 use column E
a 7 use column F
a 8 use column G
a 9 use column H
a 10 use column I
a 11 use column J
a 12 use column K
a 13 use column L
a 14 use column M
a 15 use column N
a 16 use column O
a 17 use column P
a 18 use column Q

Then, to determine the row, roll 2 D6 dice.

On a 2 use row 1,
a 3 use row 2
a 4 use row 3
a 5 use row 4
a 6 use row 5
a 7 use row 6
a 8 use row 7
a 9 use row 8
a 10 use row 9
a 11 use row 10
If you roll a double 6 you can choose the row.

For example - the Allied Player is setting up Allied Infantry Counter 1 and rolls a 12 and then a 7 so that counter would start in K6. Do this for every Infantry Counter in the game, taking it in turns to roll and place the Infantry Counters.

If the hex is already taken or the Infantry Counter cannot be placed for any reason then the player placing the Infantry Counter can choose the nearest available hex.

Bravery Point Pool
Allied Forces - 6 points
German Forces - 6 points

Victory Conditions
Allies - eliminate all German Infantry Counters.
German - eliminate all Allied Infantry Counters.

Special Rules - Any Infantry Counters starting the game in open ground (not in cover) start the game with a Heads Down counter for free.

Reinforcements - none

Solitaire - The Deadly 20 Scenario

This Scenario places a pitch battle between the two sides to see who is the last Infantry Counter standing - literally "Until the Bitter End"!

Allied Forces - British Airborne Counters 1 through to and including 10.

German Forces - German Infantry Counters 1 through to and including 10.

Pull Chits - Place the 10 Allied and 10 German Pull Chits mixed up and put in a cup (to represent the 20 Infantry Counters used in this scenario.

Map - Map 1

Set Up Positions
Allied Forces -
The setup positions are random. For each Infantry Counter roll 3 D6 dice to determine the Column.

Dice roll of:
3 use column B,
4 use column C
5 use column D
6 use column E
7 use column F
8 use column G
9 use column H
10 use column I
11 use column J
12 use column K
13 use column L
14 use column M
15 use column N
16 use column O
17 use column P
18 use column Q

Then, to determine the row, roll 2 D6 dice.

Dice roll of:
2 use row 1,
3 use row 2
4 use row 3
5 use row 4
6 use row 5
7 use row 6
8 use row 7
9 use row 8
10 use row 9
11 use row 10
If you roll a double 6 you can choose the row.

For example - the Player is setting up Allied Infantry Counter 1 and rolls a 12 and then a 7 so that counter would start in K6. Do this for every Infantry Counter in the game.

If the hex is already taken or the Infantry Counter cannot be placed for any reason then the player can choose the nearest available hex.

Victory Conditions
Allies - eliminate all German Infantry Counters.
German - eliminate all Allied Infantry Counters.

Special Rules - Any Infantry Counters starting the game in open ground (not in cover) start the game with a Heads Down counter for free.

Reinforcements - none

Deadly 20 Infantry Squad Sheet

Allied Counter	Soldier's Name	Ability (All counters have the Toughened Skill - Wounded on a 5 not a 4)
1	Ed Vineyard	FIT - can move an extra hex
2	Wayne Hansen	SHOT! - can re-roll a single missed shot
3	LCpl Peacock	DETERMINED! - can hit on a 3 not 4 whilst advancing
4	Ric Van Dyke, CPT	CALM UNDER FIRE- can force the enemy to re-roll any Fire Action's against it.
5	Mark Green	FEROCIOUS - can re-roll one close combat dice
6	Taran	REPAIR - if gun jams roll a dice on a 4 or more ignore jammed token
7	Geek City USA	INSPIRING - can preroll any roll for that activation (such as for combat, firing etc)
8	Trevor Henderson	MEDICAL KNOWLEDGE - can remove a Wounded counter on a 3+
9	Harry	BRAVE - When moving, any Snap Fire attacks against this Infantry Counter receive a -2 penalty on the to their Hit dice roll
10	Thomas Lehoczky	FIT - can move an extra hex

German Counter	Soldier's Name	Ability (All counters have the Toughened Skill - Wounded on a 5 not a 4)
1	Johnny 'Toothpick' Lindquast	FIT - can move an extra hex
2	Julio Peñaranda Vadillo	SHOT! - can re-roll a single missed shot
3	Typhoon	DETERMINED! - can hit on a 3 not 4 whilst advancing
4	Todd Woods	CALM UNDER FIRE- can force the enemy to re-roll any Fire Action's against it.
5	Joris Debien	FEROCIOUS - can re-roll one close combat dice
6	Peter Prince	REPAIR - if gun jams roll a dice on a 4 or more ignore jammed token
7	Frosty Coo	INSPIRING - can preroll any roll for that activation (such as for combat, firing etc)
8	Steven Johnson	MEDICAL KNOWLEDGE - can remove a Wounded counter on a 3+
9	Mike Innella	BRAVE - When moving, any Snap Fire attacks against this Infantry Counter receive a -2 penalty on the to their Hit dice roll
10	David W. Bauer	FIT - can move an extra hex